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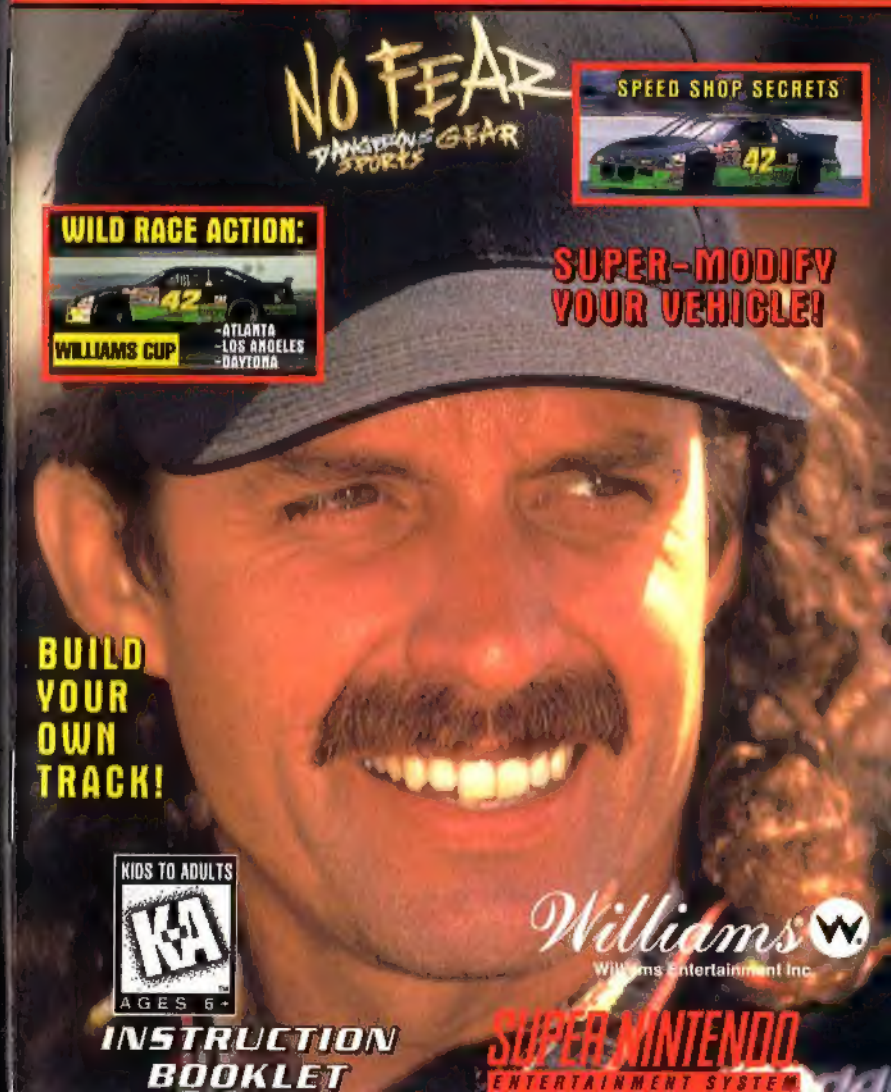
KYLE PETTY'S

NO FEAR® RACING™

Volume 1, Number 1 1995



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Volume 1, Number 1 1995

Technically, The Best Racing Game You Can Buy... And The Most FUN!!

Kyle Petty's No Fear® RACING™

Number 42 cruisin' in the groove.

Kyle Petty's Number 42 racecar getting the once-over at Talladega Raceway.

Getting Started

QUICKSTART 4
Bypassing setup options.

Main Menu 5
Making the best use of all the game functions.

Custom Race Track 7
How to design and build a race course.

Controller Functions 22
Buttons, buttons, buttons!

Kyle Petty 23
The story behind the legend.

Start Your Engines!

Behind The Wheel 21
Perspective: What you see is what you get!

Speed Shop 17
Upgrading your vehicle.

Pit Stop 19
Tips for reducing critical seconds in the pits!

Racing Venues 11
How to run a Single Race or a whole Season (28 races!)

Departments

Password 5

Options 6

Race Circuit Map 15

Racing Screen Display 21

History of Stock Cars 29

Warranty 34

RACE TECHNOLOGY

WARNING: Never try to insert or remove a Game Pak when the power is ON!.

CRAFTED WITH PRIDE IN AMERICA

GETTING STARTED

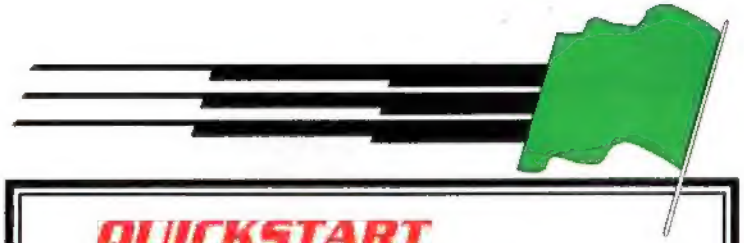
- Turn the power OFF on your Super NES™.
- Make sure a Controller is plugged into the #1 port on the Super NES™ System.
- Insert the Game Pak into the slot on the Super NES™. Press firmly to lock the Game Pak in place.
- Turn the power switch ON.
- When you see the log screen, press START to begin the game and get to the Main Menu.

Kyle Petty's No Fear RACING™

Pit Crew

Producer	Michael Abbot
Creative Dir.	Kevin Lydy
Game Design	Gary Luecker
	Dave A. Wagner
	Steve Kramer
Programmer	Dave A. Wagner
Game Art	Gary Luecker
	Dave Witters
	Bert Ferache
	Juan Galceran
	Sukru Gilman
	Franz Borowitz
	Yatsze Mark
	Mark May
	Stan Gorman
	Greg Newton
Music & SFX	Aubrey Hodges
Editor	Debbie Austin
Manual Art	Steve High
	Shawn Murphy
	Debbie Austin
Q. C.	Brian Johnson
	Steve Kramer
	Randy Estrella
	Tim Heydelaar
	Danny Lewis
	John Stookey
Sound/Music Player	©1995 Chip Level Designs

Special Thanks to Jeff Surwall and all the folks at No Fear

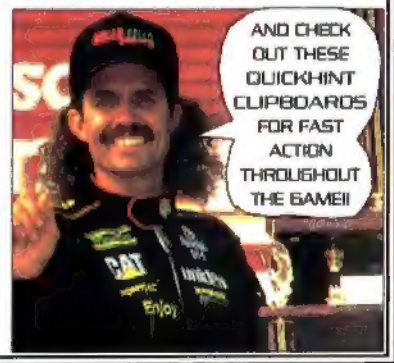


QUICKSTART

This game is defaulted to one player Season mode. To bypass specific menu selections and the Speedshop, push ***START 4 times*** *and you'll be at the start line. When you see the green light Push* ***Y*** *to accelerate and use the* ***Control Pad*** *to steer.*

When you see this...

...do This:



Season
See page 13

Single Race
See page 11

Password
Push control pad up/down to scroll thru 32 characters... Push A to select

MAIN MENU

When you see the Main Menu, scroll up / down with the control pad and push **START** to choose:

SEASON.....see page 14
SINGLE RACE.....see page 11
CUSTOM TRACK...see page 7
OPTIONS.....see page 6
PASSWORD.....see page 5

Let's look at PASSWORD. first. If you select PASSWORD. you'll go to the PASSWORD SCREEN. If you have just finished a season race, you'll be

given a password. Push the control pad to scroll through the 32 available characters and push **A** to select. The resulting 10-

When you see the Main Menu, scroll up / down with the control pad and push **START** to choose:

SEASON.....see page 14
SINGLE RACE.....see page 11
CUSTOM TRACK...see page 7
OPTIONS.....see page 6
PASSWORD.....see page 5

Let's look at PASSWORD. first. If you select PASSWORD. you'll go to the PASSWORD SCREEN. If you have just finished a season

Next, let's take a peek at the options available to you. When you select OPTIONS from the Main Menu, you

will go to the Options Screen. By scrolling up / down with the control pad and pressing A, you can modify the game to be 1 or 2-player; Novice, Veteran or Pro difficulty; Announcer-ON or OFF; and Music-ON or OFF.

Custom Track
See page 7

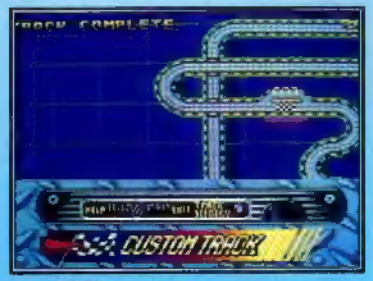
Note: This feature is only available on KYLE PETTY's NO FEAR® RACING. You won't get this kind of great stuff anywhere else in the universe. It's only HERE, homey, and it's all FREE!

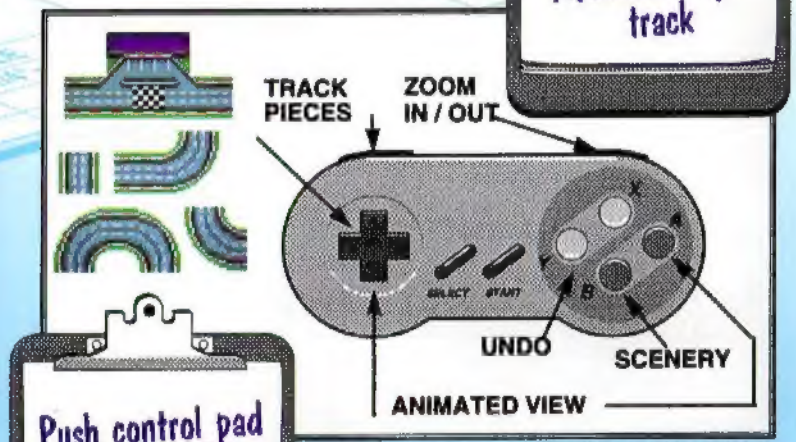
Options
Push control pad up/down to highlite options...push A to toggle selections

CUSTOM RACE TRACK

How to Design and build a Stock Car racing venue

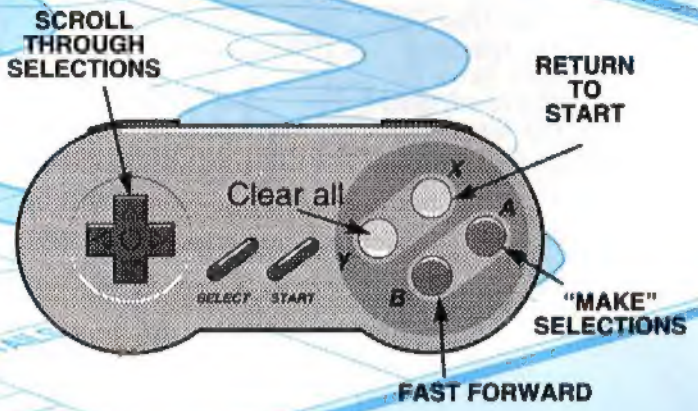
A lot of folks have put time and brainpower into designing race courses all over the world...now it's YOUR turn! If you ever drove a race car or played a race game and said to yourself, "This stinks!", the Custom Track Feature of **Kyle Petty's No Fear®** **Racing™** will be of special interest to you! When you see the Main Menu, scroll down with the control pad to the third line, "Custom Track" and push **START**. Then you'll see the custom track screen. This feature allows you to create your own custom track from bits, bends and straightaway modules provided by **Kyle Petty's No Fear® Racing™**. Toggle between the construction part and the help menu by pushing **SELECT**. To build a custom track, push the control pad in the direction you want to go. If you change direction the software will put in a turn.





If you reverse direction, the track segment previously laid down will be removed. To undo what you've done, push Y. To zoom out to see the silhouette of your masterpiece, push R, and then L to zoom back in. Pushing the A button and the control pad at the same time will give you an animated view of your racecourse. The only restriction is that the track you build must loop back to the starting point.

Once you have the shape of your course laid out, pushing the B button will send you to a series of screens where you can decorate your track with scenery pieces. (To by-pass this feature, just push ***START*** *and you can begin racing on your custom track.)*
Notice, just below center of the screen is a simulated VCR type control panel. This game is built like a movie and when you create your own track you are actually making your own movie of the racecourse including PROPS. The ***Number of Laps*** *is defaulted to 3.*



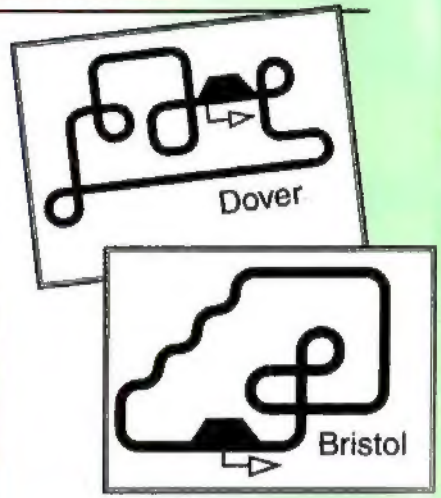
Change the number by pushing the control pad up to increase or down to decrease, then push A. Next, select your ***Music*** *preference by pushing the control pad up/down. This will display several music titles to select from. The one displayed when you push the A button will be what you hear while racing. Next, we come to the* ***Climate and Scenery Selection*** *screen. Scenery Groups are based on six weather conditions--Sunny (default), Snowy, Rainy, Foggy, Night, and Desert. Press up/down to scroll to the weather of your choice, then push A to select. Finally, we get to* ***Select Objects.*** *Push up/down to scroll thru the props. If the object is placeable, it will simultaneously be displayed on the track. Note: Some objects can be moved left or right by pushing the control pad left or right. To move frame-by-frame to another area of track, push R to advance and L to back up. The B button will play a fast forward view of your track with objects in place. The X button returns you to the start. Continue to go round the track (L/R or B), placing even more props (up/down) until your course is outfitted the way you like it. If it starts to appear somewhat congested, you can always push Y to clear all props and start over.*

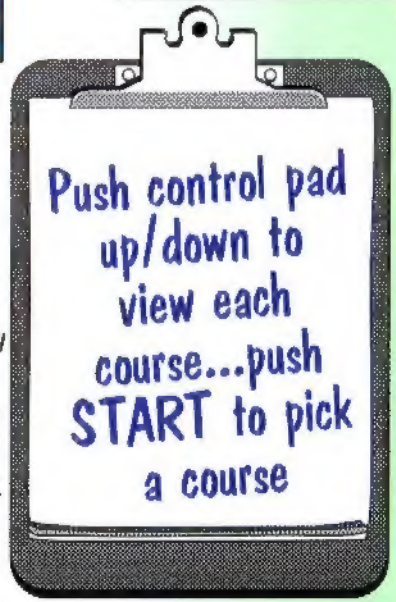
RACING VENUES

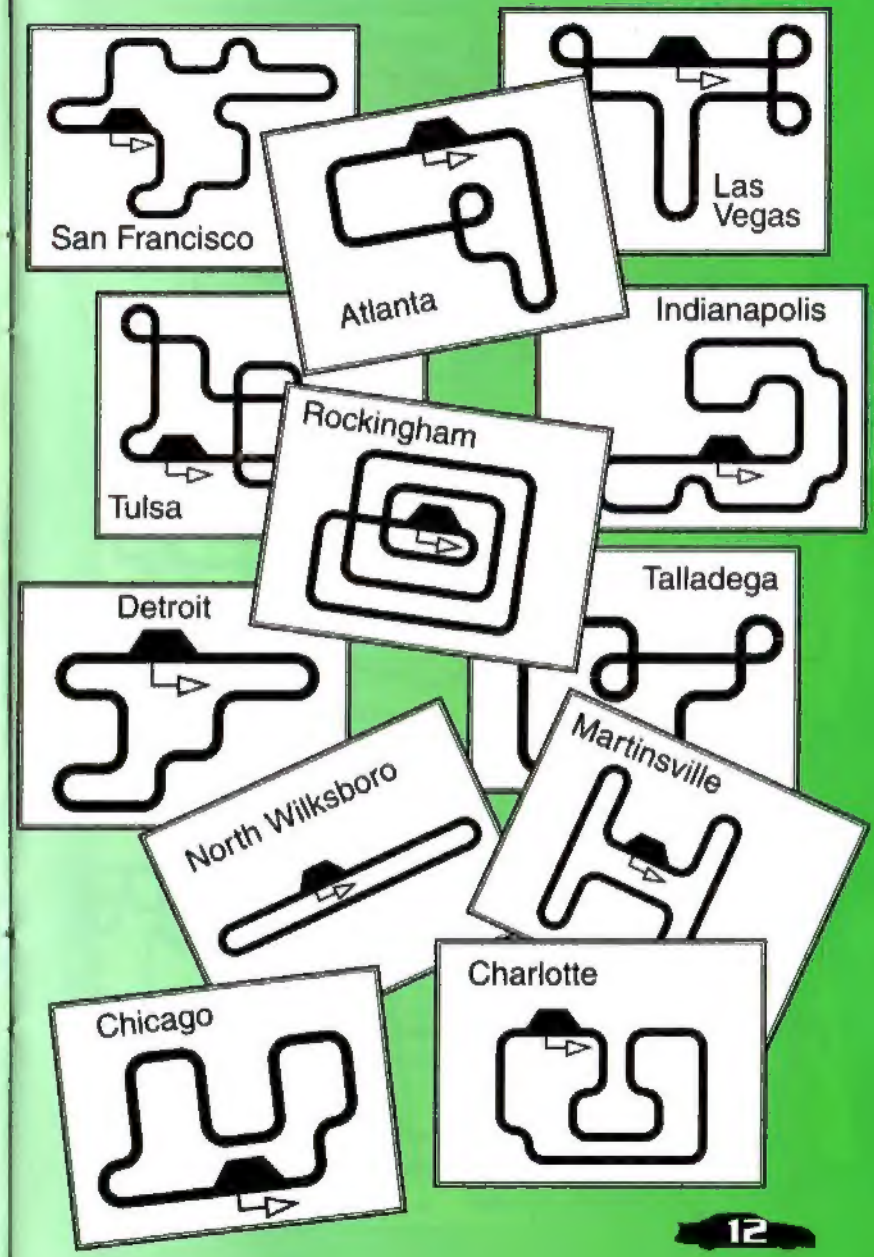
Overview of the 28 Kyle Petty Racing venues and how to access them-singly or as a full Season.

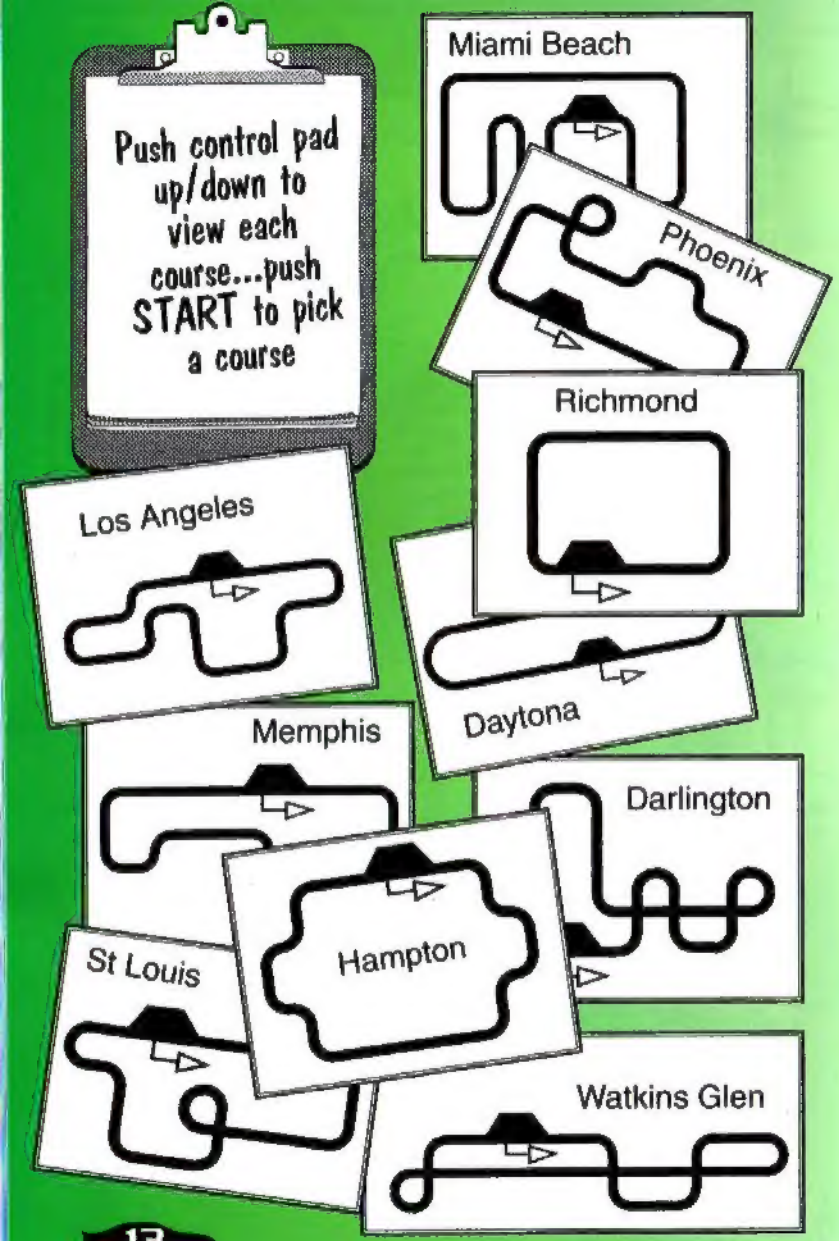
*If you selected **SINGLE RACE** at the Main Menu you will be shown a screen like this that illustrates track layouts of the 28*

race venues. Push the control pad up or down to view each course in turn. Each page will then show the number of laps in the upper left-hand corner, the current weather and the name of the venue (Daytona, Talladega, etc.). Press R finger button to zoom in on the course diagram so you can see all the details. The view will scroll automatically. You may pause it at any point by pushing SELECT. When you've decided on which track to race, push START. You will go to the SPEED-SHOP screen (see pg 17), and then on to the race that you selected.

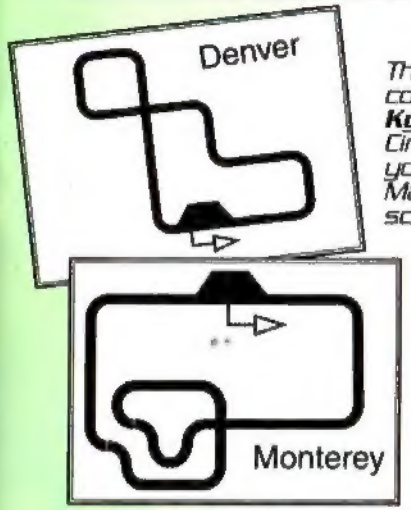






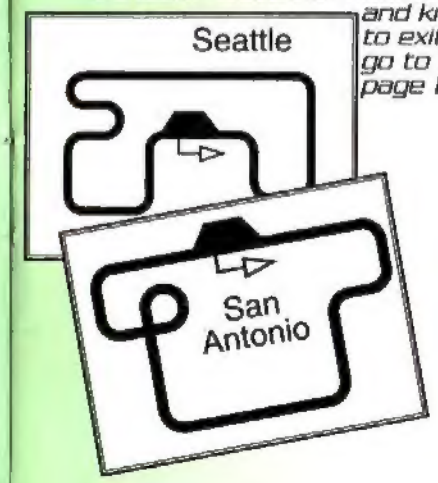


RACE THE SEASON



*The **SEASON** is comprised of 28 consecutive races all 'round the **Kyle Petty No Fear® Racing™** Circuit (shown on pgs 15-16). If you selected SEASON at the Main Menu you will be shown a screen like this that previews*

the track layout of the next race. the number of laps in the upper left-hand corner. the weather conditions and the name of the track (Atlanta, Monterey, etc.). Press R to zoom in on the course diagram so you can see all the details. The view will scroll automatically. When you push START you will go to the KYLE'S QUOTES SCREEN. Listen to what he says, 'cuz he's been there and knows the score. Push START to exit Kyle's Quotes and off you go to the SPEEDSHOP screen (see page 17), and then on to the race.



KYLE PETTY'S NO FEAR® RACING™ CIRCUIT

Coast-to-Coast Racing Action!

Seattle, WA
San Francisco, CA
Monterey, CA
Las Vegas, NV
Los Angeles, CA
Phoenix, AZ
Denver, CO
Tulsa, OK
San Antonio, TX
Chicago, IL
Detroit, MI
Watkins Glen, NY
Indianapolis, IN
Dover, DE
St. Louis, MO
Richmond, VA
Martinsville, VA
North Wilkesboro, NC
Bristol, TN
Rockingham, NC
Charlotte, NC
Memphis, TN
Darlington, SC
Atlanta, GA
Talladega, AL
Hampton, GA
Daytona Beach, FL
Miami Beach, FL

From the deserts of the great Southwest through the Mississippi River Valley to Stockcar's original stompin' grounds in the Southeast, **Kyle Petty's No Fear® Racing™** will keep you on the edge of your seat! Race on some of America's legendary courses and on some that few ever dreamed would exist. For more info see pages 11-14.

SPEED SHOP SELECTIONS

Upgrading your vehicle Before each race you will visit the Speed Shop. Choose different parts/features to fit each race, based on the race conditions (described in the Track Selection and Kyle's Quotes screens.) In Season Mode you start with $10K, then you must use your winnings to purchase higher performance items. For single races only, you get $10,000 per race. Push the **control pad** left or right to view different car parts. Then push the **A** button to purchase (or B button to sell back) additional capability. The relative costs of high performance items are shown below. Push **START** when you're finished customizing.

Chassis

Pick a door NUMBER and the attached chassis is yours plus accompanying car COLOR.

FREE !!

Configuration

The controls are defaulted this way... To customize, scroll up/down with the pad and push the appropriate button to change..

NO CHARGE !!

CONSUMABLES

Tire Changes

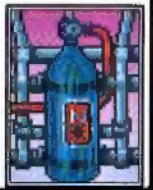
You'll buy more tires than anything else 'cept maybe Nitros ...get 'em while they last...

$2,000 each

Nitros

Got to have 'em to win, but don't squander them on the course. A steal at...

$1,500 each



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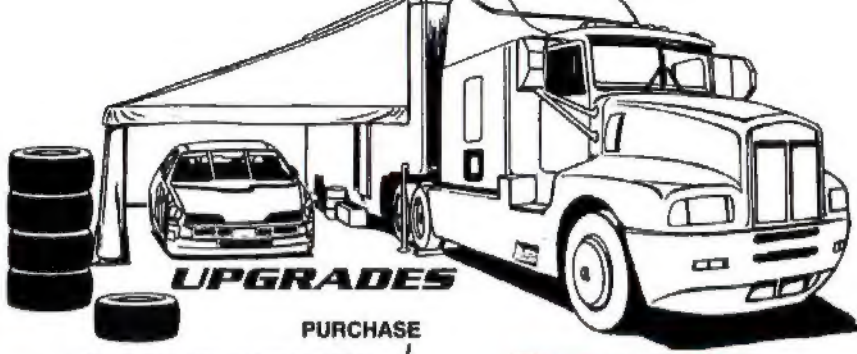
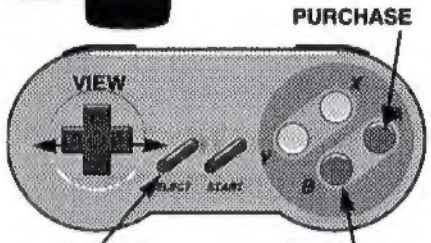




Suspension

A good suspension system is critical to race car performance. Upgrades of the suspension improve handling. More important than a big engine!

$5,000 each

Fuel System

The Fuel System is the lifeblood of your vehicle. You can upgrade your system from just barely adequate to super efficient.

$10,000 each

Engine

Engines are rated by cylinder displacement. Start with a standard 350 in³ small block. Upgrades are available up to a monstrous 510 cubic inches.

$15,000 each

Tranny

Take your pick... 5-speed super shifter Manual Tranny or the Liquid smooth servomatic auto transmission...

$8,000 each

Press **SELECT** to toggle **Manual / Auto**

Crew Chief

The more costly the crew chief, the clearer the audio and less time in the pits. But don't upgrade unless you've got money to burn!

$10,000 each

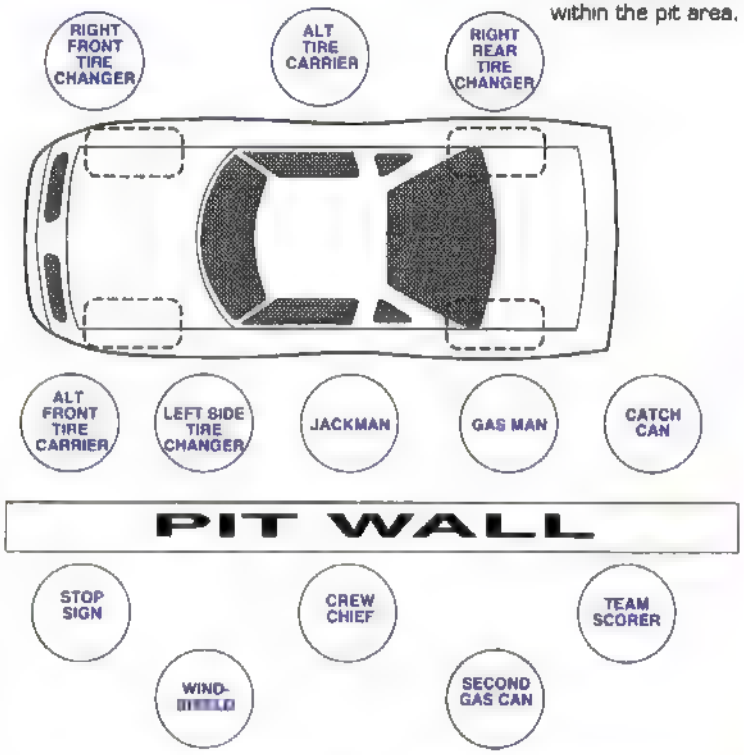
Press **SELECT** to toggle **Male / Female**

SOME PARTS ARE NOT LEGAL FOR SALE IN CALIFORNIA ON ANY POLLUTION CONTROLLED MOTOR VEHICLE

PIT STOP

Here's what happens in real-time as the seconds tick by!

:01 After coming to a stop in front of a crew-held placement sign, the **Jackman** and other crew members are allowed over the wall. All work on the race car must be done within the pit area.



:02 Since the right side tires usually receive the greatest wear, the **Jackman** and two **Tire Changers** proceed to that side to change the rubber. A plastic squeeze bottle of refreshment is handed to the Driver.

:03 A **Tire Carrier** has followed the two Tire Changers and places a new racing tire beside each crew member. A third Tire Changer is loosening the lug nuts on the left front tire. The **Gas Man** has placed the fast filling nozzle of the gas can into the car

:04 At the side of the car is the fuel fill area and at the rear is the overflow. Any unused fuel is caught by the **Catch Can Man** with a small fueling can.

:06 In a flash, two wheels with racing tires weighing **65 lbs** each are removed. Bare hubs are covered with new tires almost instantly.

:08 The **Gas Man** has emptied the first of two**11** gallons cans of fuel. The Jackman drops the car to the ground, runs to the left side of the car and begins to raise the car.

:09 The lug nuts have already been loosened on these wheels. The two **Tire Changers** remove them easily. Simultaneously, the crew members are clearing debris from the **grill** to allow a free flow of air to the radiator and the cooling system.

:12 The gas can nozzle is replaced in the fill area to get the maximum amount of fuel into the car. The **Catch Can Man** is in place to keep any excess fuel from falling on the pavement.

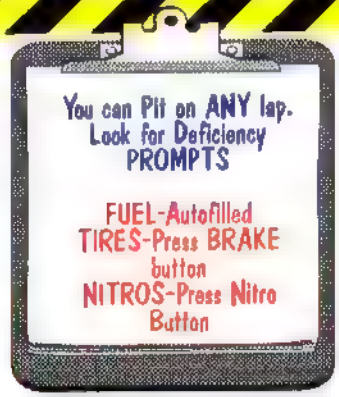
:13 The two **Tire Changers** tighten the left side lugs.

:16 The Driver keeps his foot on the accelerator to hold RPM's up throughout the pit stop. The final splash of gas is added. **Tire Changers** tweak the lugs one last time.

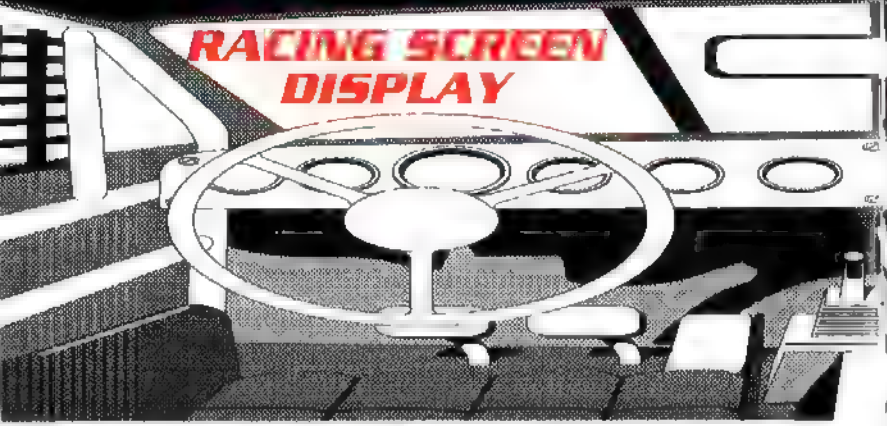
:17 The Jackman drops the car. Catch Can Man places **cap** into the **overflow nozzle**. All equipment has been cleared away. The Driver tosses his plastic bottle over the wall and revs the engine.

.18 Pit stop is completed. The Driver screeches onto pit road and **returns to the race.**

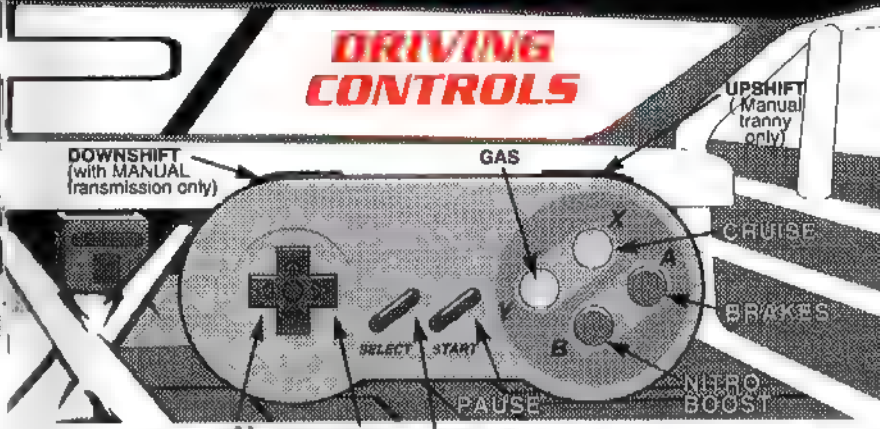
In Kyle Petty's No Fear® Racing™ *the Pit Stop is played strategically just as in actual racing. Proper use of the controls can win the race for you. When you make a Pit Stop, the gas is refilled automatically.* ***Press BRAKE button (default A)*** *to change your TIRES.* ***Press NITRO button (default B)*** *to replenish NITROS. The buttons must be pressed sequentially instead of at the same time. New tires and additional nitros are only available to you if you purchased them in the Speed Shop prior to the race. Of course, if you have personalized your control configuration, you must be sure to press the right buttons.*



RACING SCREEN DISPLAY

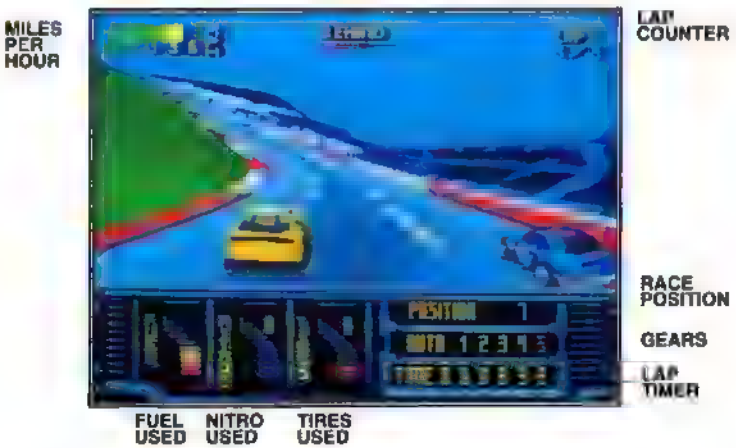


DRIVING CONTROLS



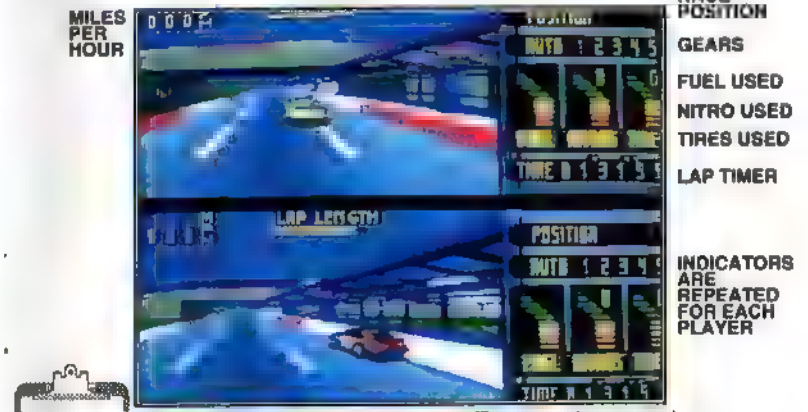
Kyle Petty's No Fear® Racing™ *can be played either as a standard 1-player game or as a unique 2-player split screen game. Dashboard items and race status indicators for each mode are shown below. Press* ***SELECT*** *button to toggle between relative position and lap bar-indicators. Your dashboard will display the following information: Fuel, #Nitros changes, #Tire changes . Your Race Position, Gear Mode (Manual or Automatic), Your Lap Time, MPR and RPMs.*

1-PLAYER



The controls for ***Kyle Petty's No Fear®Racing™*** *are fairly simple: Push* ***Control Pad*** *left or right to* ***steer*** *left or right. Push* ***Y*** *for your gas, push* ***A*** *to Brake, push* ***B*** *for Nitro boost. These controls can be reconfigured to suit your own preference.* *(See page 17.)*

2-PLAYER



The numbers for Fuel, Nitros and Tires indicate what supplies you have left in your ***PIT****. When the bar indicator drops you must go into the Pit to replenish the car. But, to increase your supplies available in the pit, you must first purchase them in the* ***Speed Shop****.* *(see pg 17.)*

KYLE PETTY: WHERE HE'S FROM / WHERE HE'S GOING.

There's and old saying that goes, "Some men are born to greatness, others have it thrust upon them." For driver Kyle Petty, it appears he's the recipient of both scenarios.

Born to arguably the greatest name in U.S. motorsports history - Richard Petty - son Kyle accepted the role of going from his father's shadow in the sixties and early seventies to under the elements of his own bright spotlight. He knows he's the driver to carry on the family name and winning tradition.

(continued on page 25)

NO FEAR

Great spirits have often encountered violent opposition from mediocre minds.
Albert Einstein

KYLE PETTY

(continued from pg 23)
It is natural that Kyle Petty's career has been well chronicled because he is - and will always be - Richard Petty's son and destined to be subject to comparison for the rest of his racing career.

In February, 1979, at Daytona (Fla.), the Petty magic continued to unfold when 19 year-old Kyle strapped himself into an Automobile Racing Club of America (ARCA) stock car and won his very first race entered, the ARCA 200. Five months later, he received his first Winston Cup start in a Petty Enterprises Pontiac on the Talladega (Ala.) 2.66 mile tri-oval. It was Petty magic again as Kyle posted a top-10 finish.

Kyle Petty in the Winner's Circle.

Kyle Petty, wife Pattie and two of his three children.

By his third year in the sport, Petty was running a full Winston Cup schedule driving cars owned by his father. In 1985, he was hired to drive for the Wood Brothers and a year later posted his first Winston Cup win at Richmond (Va.) International Raceway. Petty remained with the Woods through the 1988 season before being hired by Felix Sabates in 1989 to be the first - and only - full-time driver the SABCO team has ever known.

"Somewhere along the way, it clicked with me that I was being left to carry on the family name," Petty said. "My grandfather and father both have meant so much to the legacy of NASCAR."

At the end of the 1992 season, Richard Petty passed the torch to his son and hung up the helmet and driver suit for good.

Family legacy aside, Petty, is a top-five driver on any Sunday and capable of winning whether on a half-mile track, road course (evidenced by a 1992 win at Watkins Glen, N.Y.), or high-banked superspeedway.

At work in "the shop".

Back-to-back fifth-place points finishes in 1992 and 1993 proved that his association with SABCO Racing continues to produce a winning formula. It's been proven that long-term owner/driver associations produce wins. And this is the year that Felix Sabates and Kyle Petty have targeted for many trips to victory lane and a hopeful lengthy "thank you" speech that officially concludes the 1995 Winston Cup awards banquet in New York.

Kyle with his other mode of transportation.

DRIVER PROFILE

Date of Birth: 6/2/60 Height: 6'2"
Residence: Trinity, N.C. Weight: 190 lbs
Family: Wife - Pattie. Children - Adam, Austin and Montgomery Lee

Career Milestones:

First Stock Car Race Entered:
1979 ARCA 200 at Daytona International Speedway (finished first)
First Winston Cup Start:
1979 Talladega 500 (finished ninth)
First Winston Cup Pole:
1980 Goodwrench 500 (N. Carolina Motor Speedway. Won race)
Winston Cup Win:
1986 Miller High Life 400 (Richmond Int'l Raceway: Started 12th. Wood Brothers)

Notables:

First third-generation driver to win Winston Cup event. Grandfather, Lee Petty, first won in 1949. Father, Richard Petty, first won in 1960. Kyle Petty first won in 1986.

Has driven Pontiacs for Felix Sabates since 1989.

Won record Unocal Challenge bonus prize of $228,000 on March 4, 1990 at North Carolina Motor Speedway - Goodwrench 500 (won pole and race).

Back-to-back fifth place Winston Cup points finishes in 1992 and 1993 - career best.

Won pole position for the 1993 Daytona 500.

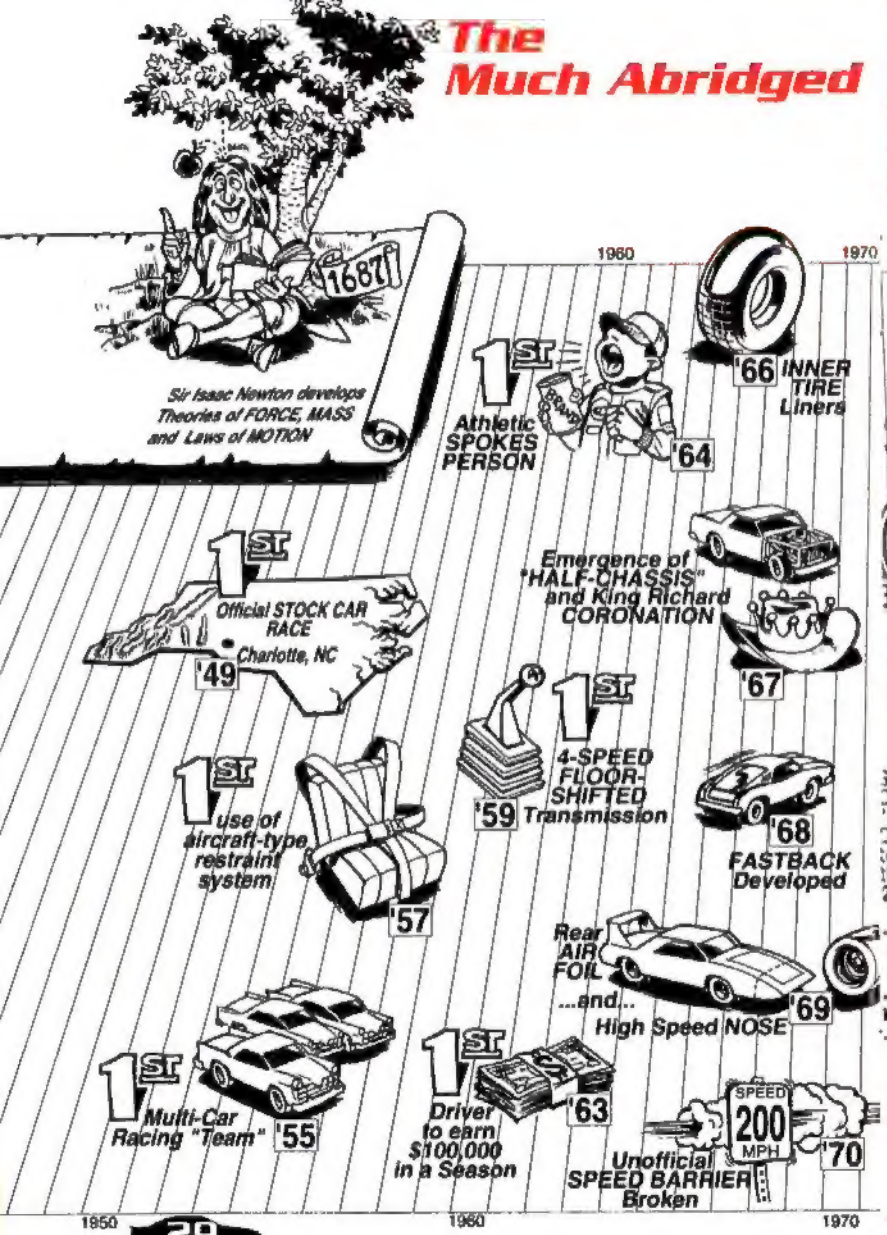
Has never finished lower than 16th in the final Winston Cup points championship tally after a full-season participation.

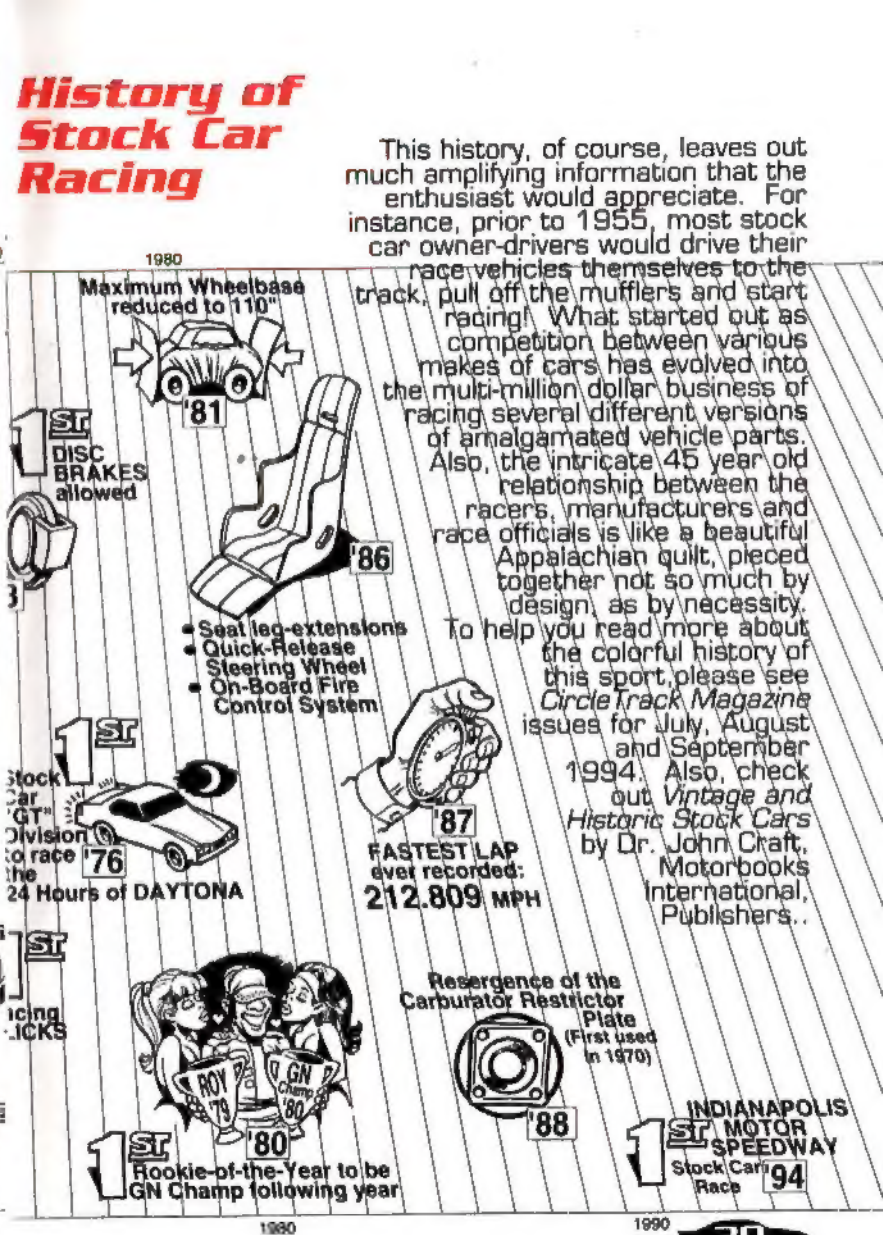
KYLE PETTY TRACK RECORD

Year	Races	Won	2-10th	11-31st	Points	Winnings
1994	33	0	9	19	15th	$732,826
1993	30	1	14	11	5th	914,662
1992	29	2	17	7	5th	1,107,063
1991	18	1	5	12		401,125
1990	29	1	14	10	11th	695,790
1989	19	0	5	7		117,022
1988	29	0	8	15	13th	377,092
1987	29	1	14	11	7th	544,437
1986	29	1	14	9	10th	403,242
1985	28	0	12	12	9th	296,367
1984	30	0	6	17	16th	324,555
1983	30	0	2	18	13th	157,820
1982	29	0	4	9	15th	120,730
1981	31	0	10	3	12th	112,289
1980	15	0	6	4		36,045
1979	5	0	1	3		10,810
Totals	**413**	**7**	**141**	**167**		**$ 6,351,875**

Kyle makes a pit stop on a long afternoon.

The Much Abridged History of Stock Car Racing





This history, of course, leaves out much amplifying information that the enthusiast would appreciate. For instance, prior to 1955, most stock car owner-drivers would drive their race vehicles themselves to the track, pull off the mufflers and start racing! What started out as competition between various makes of cars has evolved into the multi-million dollar business of racing several different versions of amalgamated vehicle parts. Also, the intricate 45 year old relationship between the racers, manufacturers and race officials is like a beautiful Appalachian quilt, pieced together not so much by design, as by necessity.

To help you read more about the colorful history of this sport, please see *Circle Track Magazine* issues for July, August and September 1994. Also, check out *Vintage and Historic Stock Cars* by Dr. John Craft, Motorbooks International, Publishers..

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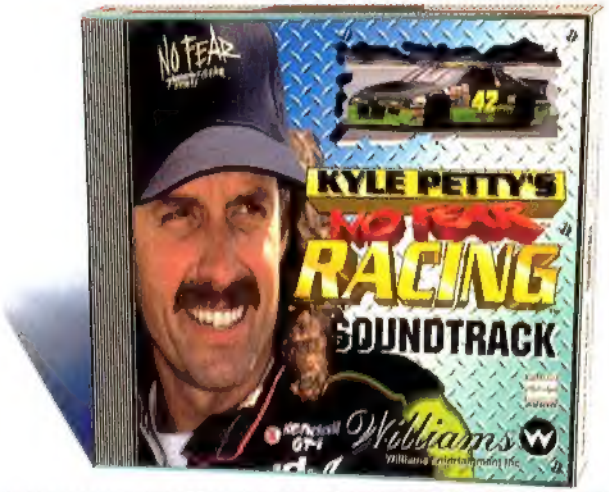

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RACE RESULTS

Driver's Name	Track Location	Race Time	Finish Position

RACE RESULTS

Driver's Name	Track Location	Race Time	Finish Position

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